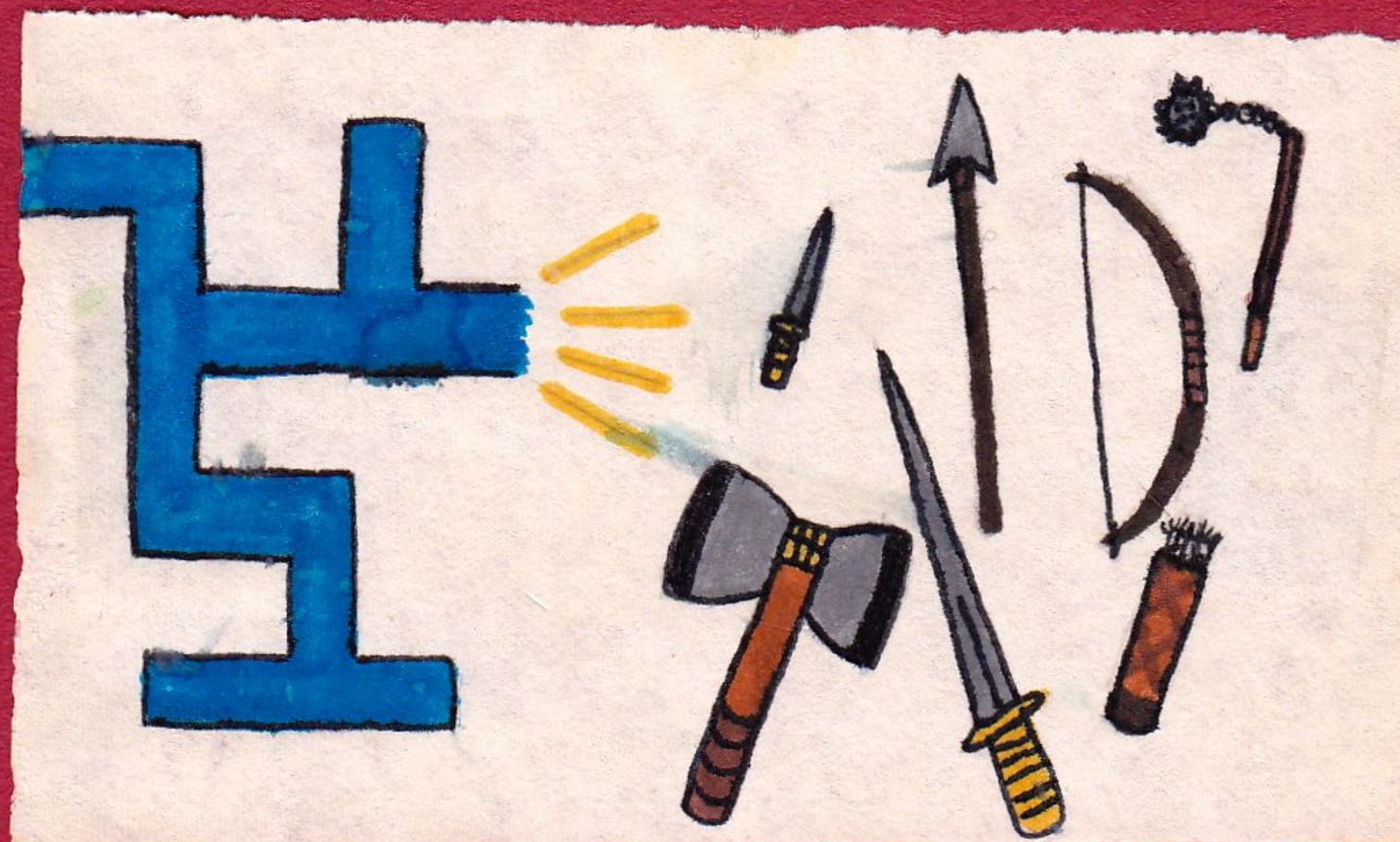


BASIC

# Mini Module M1

## "THE MAZE OF DEATH"

by  
Mike Walters



This Module is exactly  
what you need when you want to play  
a game of D and D in a short time.

1981

Includes New Monsters!!!



## Start Mini Module M1

### "THE MAZE OF DEATH"

Playing time: Up to 1½ hours

For use with one player and Dungeon Master only

#### DM notes

- ① Mini Modules are played exactly the same as regular modules except that there are no wandering monsters.
- ② The door will open easily to the maze
- ③ The weapons may be sold for the same prices as in the book but add 10 gold pieces extra for every +1.



## Background

500 years ago, a great warrior constructed a fantastic maze in the Gea Forest. He was said to have hidden his magical weapons somewhere in the maze and placed monsters under a charm spell inside to guard his weapons. The warrior is long since dead now, but the maze still exists. The treasure is very valuable, but no one has tried to take it for fear of the monsters lurking the corridors.

## Start

You now stand in front of the golden door which is the entrance to the maze. It is 20 feet high and 5 feet wide and is covered with ancient markings. Do you dare enter?

## The Maze of Death

Area 1 - In this area are 2 orcs. They each have 200 gold pieces on them and are armed with halberds.

Area 2 - In this area is a giant crab.  
See special monster section.



Area 3- In this area is a giant spider.  
No treasure.

Area 4- In this area are 2 plant monsters.  
See special monster section.

Area 5- In this area is an animated skeleton  
with a sword. No treasure.

Area 6- In this area is an Ogre. He carries  
2d20 gold pieces.

Area 7- In this area is a stirge. No treasure

Area 8- In this area is some green slime on  
the ceiling. It falls on the character  
on anything but a 6 on a 1d6.

Area 9- This is the treasure compartment. It  
contains: a +1 Spear, +1 Magic  
bow, +2 dagger, +1 War hammer,  
a +2 sword, +1 shield, +1 axe,  
+1 flaming sword, 10 +1 magic  
arrows, and a +1 sword.



## Monsters

### Giant Crab

Move: 60 feet/turn Alignment: Chaotic

Hit dice: 1 Evil

Armor Class: 3 Attacks: 1

Treasure Type: Nil Damage: 1-6 hit points

### Plant Monster

Move: 40 feet/turn Alignment: Lawful

Hit Dice: 1 Evil

Armor Class: 9 Attacks: 1

Treasure Type: Nil Damage: 1-4 hit points

